

# BATTLETECH™

## BATTLEMECH RECORD SHEET

### MECH DATA

Type: Hammerhands HMH-3D (Kessem)  
Movement Points: **Tonnage:** 75  
Walking: 3 **Tech Base:** Inner Sphere  
Running: 5 **Rules Level:** Standard  
Jumping: 0 **Role:** Juggernaut  
Engine Type: 225 Fusion

| Weapons & Equipment Inventory (hexes) |              |     |    |               |     |     |     |     |
|---------------------------------------|--------------|-----|----|---------------|-----|-----|-----|-----|
| Qty                                   | Type         | Loc | Ht | Dmg           | Min | Sht | Med | Lng |
| 1                                     | LB 10-X AC   | LA  | 2  | 10            | —   | 6   | 12  | 18  |
| [DB,C/F/S]                            |              |     |    |               |     |     |     |     |
| 1                                     | Medium Laser | LA  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1                                     | LB 10-X AC   | RA  | 2  | 10            | —   | 6   | 12  | 18  |
| [DB,C/F/S]                            |              |     |    |               |     |     |     |     |
| 1                                     | Medium Laser | RA  | 3  | 5 [DE]        | —   | 3   | 6   | 9   |
| 1                                     | SRM 6        | RT  | 4  | 2/Msl [M,C,S] | —   | 3   | 6   | 9   |

Ammo: (LB 10-X) 20, (LB 10-X Cluster) 20, (SRM 6) 15

BV: 1,413

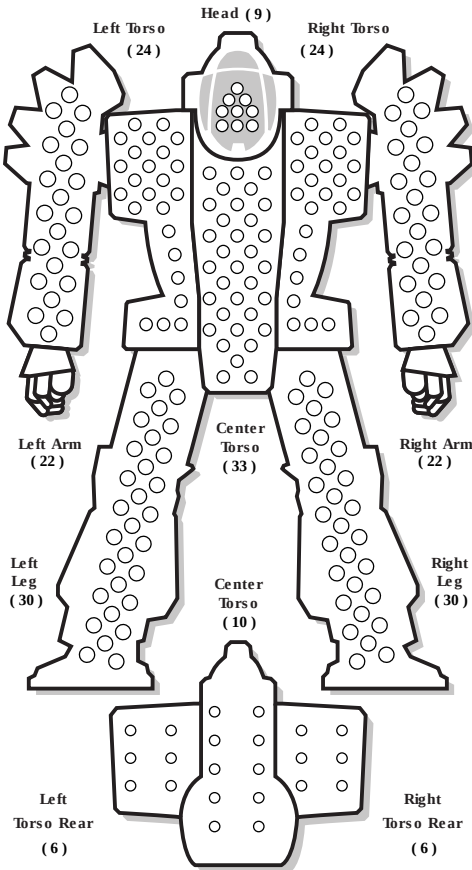
### WARRIOR DATA

Name: \_\_\_\_\_  
Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken  
Consciousness #

|   |   |   |    |    |      |
|---|---|---|----|----|------|
| 1 | 2 | 3 | 4  | 5  | 6    |
| 3 | 5 | 7 | 10 | 11 | Dead |

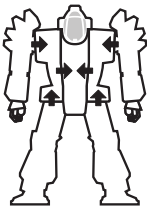
### ARMOR DIAGRAM

#### Standard Armor



### CRITICAL TABLE

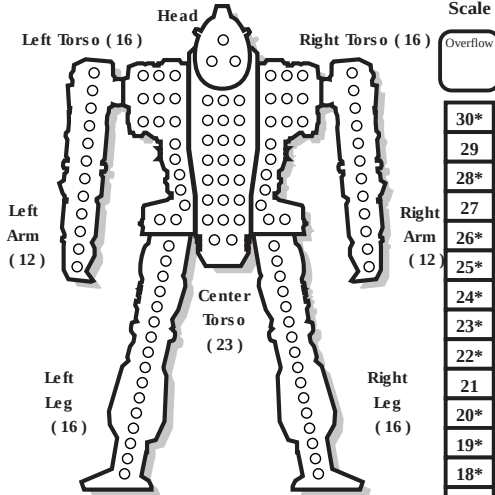
| Left Arm     |                       | Head       |                              | Right Arm    |                       |
|--------------|-----------------------|------------|------------------------------|--------------|-----------------------|
| 1-3          | 1. Shoulder           | 1-3        | 1. Life Support              | 1-3          | 1. Shoulder           |
|              | 2. Upper Arm Actuator |            | 2. Sensors                   |              | 2. Upper Arm Actuator |
|              | 3. Lower Arm Actuator |            | 3. Cockpit                   |              | 3. Lower Arm Actuator |
|              | 4. LB 10-X AC         |            | 4. Heat Sink                 |              | 4. LB 10-X AC         |
|              | 5. LB 10-X AC         |            | 5. Sensors                   |              | 5. LB 10-X AC         |
|              | 6. LB 10-X AC         |            | 6. Life Support              |              | 6. LB 10-X AC         |
| Center Torso |                       | Left Torso |                              | Right Torso  |                       |
| 4-6          | 1. LB 10-X AC         | 4-6        | 1. Ammo (LB 10-X Cluster) 10 | 1-3          | 1. LB 10-X AC         |
|              | 2. LB 10-X AC         |            | 2. Roll Again                |              | 2. LB 10-X AC         |
|              | 3. LB 10-X AC         |            | 3. Roll Again                |              | 3. LB 10-X AC         |
|              | 4. Medium Laser       |            | 4. Roll Again                |              | 4. Medium Laser       |
|              | 5. LB 10-X (10)       |            | 5. Roll Again                |              | 5. Ammo (LB 10-X) 10  |
|              | 6. Roll Again         |            | 6. Roll Again                |              | 6. Roll Again         |
| Left Leg     |                       | Right Leg  |                              | Engine Hits  |                       |
| 4-6          | 1. Hip                | 4-6        | 1. Hip                       | Gyro Hits    |                       |
|              | 2. Upper Leg Actuator |            | 2. Upper Leg Actuator        | Sensor Hits  |                       |
|              | 3. Lower Leg Actuator |            | 3. Lower Leg Actuator        | Life Support |                       |
|              | 4. Foot Actuator      |            | 4. Foot Actuator             |              |                       |
|              | 5. Heat Sink          |            | 5. Heat Sink                 |              |                       |
|              | 6. Heat Sink          |            | 6. Heat Sink                 |              |                       |



Damage Transfer Diagram

### INTERNAL STRUCTURE DIAGRAM

#### Standard Structure



### HEAT DATA

| Heat Level* | Effects                | Heat Sinks: |
|-------------|------------------------|-------------|
| 30          | Shutdown               | 16          |
| 28          | Ammo Exp, avoid on 8+  | 15*         |
| 26          | Shutdown, avoid on 10+ | 14*         |
| 25          | -5 Movement Points     | 13*         |
| 24          | +4 Modifier to Fire    | 12          |
| 23          | Ammo Exp, avoid on 6+  | 11          |
| 22          | Shutdown, avoid on 8+  | 10*         |
| 20          | -4 Movement Points     | 9           |
| 19          | Ammo Exp, avoid on 4+  | 8*          |
| 18          | Shutdown, avoid on 6+  | 7           |
| 17          | +3 Modifier to Fire    | 6           |
| 15          | -3 Movement Points     | 5*          |
| 14          | Shutdown, avoid on 4+  | 4           |
| 13          | +2 Modifier to Fire    | 3           |
| 10          | -2 Movement Points     | 2           |
| 8           | +1 Modifier to Fire    | 1           |
| 5           | -1 Movement Points     | 0           |